

SHADOW OF THE

INSTRUCTION
BOOKLET



GREMLIN®



presents

THE SHADOW OF THE BEAST

Copyright Gremlin Graphics 1990

In Search of the Beast

The grounds of Necropolis were silent. The moon, low and large on the horizon, cast a cool blue light across the stony ground causing ancient statues to cast long and dark shadows into the corners. One statue in particular, a giant griffin, accounted for most of the darkness. It's wings folded behind it, arms spread wide and stretched heavenwards.

In the griffin's arms sat a lone creature, as still and cold as it's host. Scaly skin glistening in the thin light, it clutched a Globe of Seeing which it moved slowly from side to side examining its reflected features. As it did so it recalled the events of that day, the frightened humans being herded into the central courtyard, the pathetic pleas for help as they were dragged one by one to the sacrificial stone, and the final air rending screams each time the knife came down in one swift arc and the life blood ran.

He remembered a tired, resigned face being pushed towards the stone, a face that seemed of some importance to him. Yet how could that be when the lives of these people meant nothing to him? And, as the gleaming blade struck home, he recognised the agonised face. It was his father.

Then he remembered. He remembered being younger. Being freer. Being human. Suddenly the painful memories of all he had been came flooding back to him.

The temple masters had done this to him. They had been responsible for all that he was, and the loss of all he had been. A feeling of shock rose, fighting with anger for dominance. Now he would stop serving the temple masters. He would stop killing for them. He would kill them.

He scrambled to a standing posture, and lifted the globe high above his head. He held it tightly in his gnarled claws, and, issuing a bellowing roar, crushed it. It shattered, and thousands of tiny shards arced downwards, making the ground around the statue look cold and frosty. Nothing would stop him now. He would crush them as he had crushed their globe, and wouldn't stop until the blood of each of them, and the creatures they had created soaked the earth. Once this was done, he would combat the Beast himself.

Flame red eyes stared out across the sun-scorched plain, scanning the distant forests. Just for a moment he enjoyed the stillness. A respite before he once again set mind and body against the unnatural

creatures his masters had spawned. He knew that somewhere within the giant forest lay several Beast Mage buildings, and, hidden even deeper, the Beast himself.

Drawing in breath sharply, he flexed his hardened muscles, feeling the blood pulsing through his arteries, the double heart pounding furiously in his chest. His power and speed were all that ensured his survival. He knew that the minute he was weakened, and his reflexes dimmed, that minute would be his last.

Setting off at a run he made for the trees, stirring up a trail of grey dust behind him. To have remained on the plain while the sun was high would have been fatal, and the trees would provide a respite. Even so he knew that their shade would not prove entirely safe, and were likely to be providing shelter for other beasts than himself. As the warrior reached the edge of the forest his instincts told him that he was unlikely to be alone for long. His eyes narrowed, darting from side to side watching for the tiniest movement that would betray a predator.

When it came it did so with speed, rushing at him full on. It provided a warning, as it's black wings crashed through the foliage, and from its mouth

came a piercing scream as it sighted it's kill. The warrior had barely enough time to turn as the gaint batlike creature flew directly at his head. Crouching, he brought his bone-covered fist up hard into the creatures soft underbelly, using it's own momentum to direct it into the trunk of a tree. It screamed in pain, hitting the tree with it's spine curved backwards before falling to the ground, it's spine smashed and skull broken. It made no noise but for the treacly blood bubbling from it's mouth and ear.

The warrior ignored the body. Behind him had come another screech, this time even closer. As he turned and dived for cover another winged demon flew at him, claws extended for the kill. The warrior struck out again, but too late this time,,and he felt its talons tearing into his flesh as he rolled away into the undergrowth, dragging the creature with him, rolling onto it and breaking it's neck in one movement. He lay there panting, momentarily dazed. He could feel a warm wetness across his side and stomach, and with it a sharpening pain.

He stood slowly, fighting the waves of pain that passed through him, feeling his hearts pounding faster. He had to keep moving. Other creatures would smell the blood soon and he could not ward

off another attack.

As he stumbled between the trees he noticed something out of place against a distant trunk. Coming closer he realised that it was a doorway, and recognised that it was a Beast-Mage construction. Thinking only of the things that would soon be trailing him, the warrior took a chance and dropped through into the darkness.

There was a cool breeze coming from somewhere beneath him, and, now that the creature was out of the forest, a menacing silence fell, a silence disturbed only by the slow dripping of water deeper within the cavern.

As the warrior's eyes became accustomed to the poor light he made out a worn stairway curving away from him into the darkness. So, his suspicions were confirmed. He had stumbled upon one of his ex-master's outposts. An outpost that would definitely be inhabited by bizarre creatures, but that could also possibly host the Beast. There was only one way to find out...

Padding slowly down the stairway, the warrior readied himself for whatever abominations lay in wait at the bottom. Soon the stairway straightened out and the warrior found himself on a narrow

ledge. The phosphorescence from the cavern walls was enough to reveal that he was in a huge chamber that extended away into pitch darkness. Now the silence was interrupted by distant sounds of angry growling. Whatever inhabited this place had obviously picked up his scent.

The ledge that he was on appeared to be deserted, so he advanced slowly. Without warning there was a sizzling sound behind him. Instinctively the warrior jumped, and felt his feet burn as a white hot fireball shot beneath him and explode violently against the cavern wall. So, his former masters were aware of his presence, and realised his intent. He would have to be twice as alert now. They would use every means in their power to stop him.

Ahead of him now he could make out a rough wooden ladder staked into the side of the ledge. He swung himself onto it and began his descent, dropping silently the rest of the way when he saw another ledge beneath him. No sooner had his feet hit the ground than a scaled abomination rushed forward, his large teeth glinting as he roared ferociously. The warrior turned calmly and despatched it with a single blow.

And so the ordeal went on as he worked his way deeper into the cavern. Unnatural creatures beset

him at every step, but each was destroyed with determination as the warrior remembered his promise to himself to continue until every last one was dead.

He had just dropped onto another ledge when he caught a glimpse of something shining in the distance. Moving closer his keen vision made out a key sitting on a shelf on the other side of a broad chasm. He started to move swiftly towards it when he was halted by an almighty roar. Suddenly, he was confronted by a huge guard. His opponent took a short moment to size him up and then made a charge, swinging his double headed battle axe at the warrior's head. Without losing a moment the warrior sidestepped the blow and slammed his fist into the guard's throat. There was a sickening crunch as the neck snapped, and the warrior stepped back quickly as the huge body tumbled forward over the ledge.

There was no time for recovery before another hulking figure was rushing headlong at him. But this time the warrior was ready, and his flying kick sent the guard plummeting backward to join his accomplice. Now a clear way lay ahead of him to the key. He sprinted along the remainder of the ledge and,

just as the edge of the abyss met him, he leapt forward, hands flailing, reaching to grasp the edge of the shelf.

He made it in a shower of dirt and stones, and caught his breath as he hung swinging above a seemingly bottomless chasm. He could feel his sweaty hands begin to lose their grip. Now the warriors true destiny would be decided....

The Warrior's Objective

You must fight your way through several different regions in order to reach the heart of the enemy's stronghold and face your ultimate adversary. Creatures you encounter will invariably be hostile, and will cause damage when they come into contact with you. Contact can be avoided by punching or kicking creatures away from you before they get too close, or by shooting them if you have a weapon.

Each time you are damaged your heart-rate will increase. Your current heart-rate is shown on the monitor in the centre of the screen at the bottom. If your heart-rate gets too high your hearts will burst, resulting in instant death. During your attack on the stronghold you will find various artefacts which can

be used to assist you on your quest. Some of the items, keys for instance, can be collected for later use when you move over them. Items that you have in your possession will be shown at the bottom of the screen. Other items, such as potions will have an instant effect which is shown on screen when you move over the item.

There are also weapons that can be collected at certain points in the game. These are used instead of punching and kicking to destroy your opponents. Certain creatures can only be destroyed by special weapons. It is up to you to discover the best way to use the artefacts you find and how to tackle the creatures you encounter.

Controlling the Warrior

Use the joystick or keyboard to control the Warriors movements.

Joystick	Keyboard	Effect
Up	Q	Jump up/Use exit.
Left	O	Move left.
Right	P	Move right.
Down	A	Move down.
Fire	Space bar	Kick, punch, or fire weapon.

H

Pause the game.

Press the fire button to punch, or kick while jumping. If you have a weapon in your possession, pressing fire will fire the weapon rather than kicking or punching.

Moving the joystick up or down will normally cause the warrior to jump or crouch. If, however, you are standing on or against a ladder moving the joystick up or down will cause the warrior to ascend or descend.

There are exits between areas. If an exit is facing you, simply walk into it to use it. If an exit is to one side of you, stand next to it, and then push the joystick up to use it.

LOADING INSTRUCTIONS

Spectrum 48k/128k/+2

Insert the cassette into the cassette player and press LOAD"" and then press the ENTER key. Follow the on screen loading prompts for further instructions.

Spectrum +3

Insert the disk into the disk drive, and use the disk loader. Follow on screen loading prompts for further instructions.

Amstrad CPC 464

Insert the cassette into the built in cassette deck, press the CONTROL and ENTER keys. Follow the on screen loading prompts for further instructions.

Amstrad CPC 6128

Insert the disk into the built in disk drive, and type ICPM. Follow the on screen prompts for any further loading instructions.

© **Gremlin Graphics Software Limited 1990**

This manual and the information contained on the floppy disks are copyrighted by Gremlin Graphics Ltd. The owner of this product is entitled to use the product for his or her own personal use only. No one may transfer, give or sell any part of either the manual or the information on the disk without the prior permission of Gremlin Graphics Software Limited. Any person or persons reproducing any part of this program, in any media, for any reason, shall be guilty of copyright violation and shall be subject to civil liability at the discretion of the copyright holder.

SHADOW OF THE BEAST (L'OMBRE DE LA BÊTE)

L'Objectif du Guerrier

Vous devez vous frayer un chemin à travers différentes régions pour atteindre le coeur du repaire de votre ennemi et rencontrer votre adversaire ultime. Les créatures que vous trouverez sur votre passage vous seront toujours hostiles, et causeront des dégâts lorsqu'elles entreront en contact avec vous. Vous pouvez éviter ce contact en les repoussant à coups de poing et à coups de pied quand elles se rapprochent un peu trop, ou encore en les abattant si vous avez une arme.

Chaque fois que vous êtes touché, votre rythme cardiaque accélère. Le moniteur, en bas au centre de l'écran, vous donne votre rythme cardiaque actuel. Si votre rythme cardiaque est trop rapide, votre coeur explose, ce qui produit une mort instantanée. Lors de votre attaque du repaire, vous trouverez divers objets qui pourront vous aider dans votre quête. Certains objets, par exemple les clés peuvent être ramassés et utilisés plus tard quand vous

leur passez dessus. Les éléments que vous possédez sont indiqués en bas de l'écran. D'autres éléments comme les potions ont un effet immédiat qui s'affiche à l'écran quand vous leur passez dessus.

Il existe aussi des armes qui peuvent être ramassées à certains points du jeu. Vous pouvez les utiliser à la place des coups de poing et des coups de pied pour détruire vos adversaires. Certaines créatures ne peuvent être détruites que par des armes spéciales. C'est à vous de décider du meilleur moyen d'utiliser les objets que vous trouvez, et de la meilleure façon d'aborder les créatures que vous rencontrez.

Commandes du Guerrier

Utilisez soit le joystick, soit le clavier pour contrôler les mouvements du Guerrier.

Joystick	Clavier	Résultat
En haut	Q	Saute/Utilise une issue
A gauche	O	Va à gauche
A droite	P	Va à droite
En bas	A	Va vers le bas
Feu	Barre d'espacement	Coups de pied, coups de poing, ou déclanche une arme.
	H	Met le jeu en pause.

Appuyez sur le bouton feu pour donner des coups de poing ou des coups de pied quand vous sautez. Par contre, si vous avez une arme, c'est elle qui se déclenchera quand vous appuyerez sur le bouton feu.

En général, si vous faites aller le joystick vers le bas ou vers le haut, le guerrier fera un bond ou s'accroupira. Cependant, si vous êtes debout sur ou contre une échelle, et si vous faites aller le joystick vers le haut ou vers le bas, le guerrier grimpera ou descendra. Des issues se trouvent entre les régions. Si une issue est droit devant vous, vous n'avez qu'à la traverser pour l'utiliser. Si une issue est sur un côté, approchez-vous en, puis poussez le joystick vers le haut pour l'utiliser.

Instructions de chargement:

Spectrum 48k/128k/+2

Insérez la cassette dans votre magnétophone et appuyez sur LOAD"" puis appuyez sur la touche ENTER. Suivez ensuite les instructions de chargement affichées à l'écran.

Spectrum +3

Insérez la disquette dans l'unité de lecture, et utilisez le chargeur de disquette. Suivez ensuite les instruc-

tions de chargement affichées à l'écran.

Amstrad CPC 464

Insérez la cassette dans le lecteur de cassette interne, appuyez sur les touches CONTROL et ENTER. Suivez ensuite les instructions de chargement affichées à l'écran.

Gremlin Graphics Software Limited 1990

Les droits d'auteur de ce manuel et des renseignements que contiennent les disquettes appartiennent à Gremlins Graphics Ltd. Ce produit est exclusivement réservé à l'usage personnel de son propriétaire. Il est interdit de transférer, de donner ou de vendre toute partie du manuel ou des renseignements sur disquette sans la permission préliminaire de Gremlins Graphics Software Limited. Celui qui procèdera à toute reproduction de ce programme, sous quelque forme que ce soit, pour quelque raison que ce soit, sera coupable de violation de droits d'auteur et sujet à responsabilité civile envers les propriétaires des droits d'auteur.

SHADOW OF THE BEAST

DAS ANGRIFFSZIEL DES KRIEGERS

Sie müssen sich Ihren Weg durch verschiedene Regionen bahnen, um in das Zentrum der feindlichen Festung zu gelangen und sich Ihrem eigentlichen Gegner zu stellen. Die Gestalten, denen Sie begegnen werden, sind ausnahmslos feindlich gesonnen und werden Ihnen Schaden zufügen, wenn Sie mit ihnen in Kontakt kommen. Sie können den Kontakt verhindern, indem Sie die Gestalten wegstoßen oder -treten, bevor sie Ihnen zu Nahe kommen; falls Sie eine Waffe haben, können Sie sie auch erschießen.

Mit jedem Schlag, den man Ihnen versetzt, wird Ihr Puls beschleunigt. Ihr jeweiliger Pulsschlag erscheint auf dem Monitor in der Mitte der unteren Bildschirmhälfte. Wenn sich Ihr Pulsschlag zu sehr erhöht, wird Ihr Herz platzen und damit Ihr unmittelbarer Tod herbeigeführt. Während Ihres Angriffs auf die feindliche Festung werden Sie verschiedene Gegenstände finden, die Sie bei Ihrer Suche als Hilfsmittel verwenden können. Sie können

einige der Gegenstände, wie beispielsweise Schlüssel, wenn Sie sich über sie bewegen, aufsammeln und später benutzen. Die Gegenstände, die sich in Ihrem Besitz befinden, werden unten auf dem Bildschirm erscheinen. Andere Objekte, wie zum Beispiel Säfte, haben einen unmittelbaren Effekt, der auf dem Bildschirm angegeben wird, wenn Sie sich über dem Gegenstand befinden.

Außerdem gibt es Waffen, die an bestimmten Stellen im Spiel gesammelt werden können. Sie können sie, anstelle von Stößen und Tritten, für die Zerstörung Ihres Gegners einsetzen. Einige der Gestalten können nur mit Hilfe von bestimmten Waffen ausgeschaltet werden. Es ist Ihre Aufgabe, herauszufinden, wie Sie die Gegenstände, die Sie finden, optimal einsetzen und die Gestalten, denen Sie begegnen, am besten angreifen können.

KONTROLLE DES KRIEGERERS

Benutzen Sie den Joystick oder die Tastatur, um die Bewegungen des Kriegers zu kontrollieren.

Joystick	Tastatur	Wirkung
Hoch	Q	Hochspringen/Ausgang

benutzen

Links	O	Nach links bewegen
Rechts	P	Nach rechts bewegen
Runter	A	Nach unten bewegen
Feuer	Leertaste	Kicken, Schlagen oder
Waffe abfeuern		
	H	Spiel unterbrechen

Drücken Sie den Feuerknopf, um zu stoßen oder treten, während Sie springen. Wenn Sie jedoch in Besitz einer Waffe sind, löst das Drücken des Feuerknopfes, anstelle eines Schlags oder Kicks, das Abfeuern der Waffe aus.

Die Bewegung des Joysticks nach oben oder unten führt in der Regel dazu, daß der Krieger springt oder sich duckt. Wenn Sie jedoch auf oder vor einer Leiter stehen, veranlaßt das Bewegen des Joysticks nach oben oder unten den Krieger dazu, die Leiter hinauf- bzw hinabzusteigen. Zwischen den Bereichen gibt es Ausgänge. Wenn Sie sich vor einem Ausgang befinden, gehen Sie einfach hinein, um ihn zu benutzen. Wenn Sie sich seitlich von einem Ausgang befinden, stellen Sie sich zunächst neben ihn und dann bewegen Sie den Joystick nach oben, um den Ausgang zu benutzen.

LADEANWEISUNGEN

Spectrum 48K/128K+2

Legen Sie die Kassette in den Kassettenrecorder ein, drücken Sie erst die LOAD- und dann die ENTER-Taste. Für weitere Instruktionen befolgen Sie bitte die Ladeanweisungen auf dem Bildschirm.

Spectrum +3

Legen Sie die Diskette in das Laufwerk ein; benutzen Sie den Disketten Lader. Für weitere Instruktionen befolgen Sie bitte die Ladeanweisungen auf dem Bildschirm.

Amstrad CPC 464

Legen Sie die Kassette in das eingebaute Kassettendeck ein; drücken Sie die CONTROL- und ENTER-Taste. Für weitere Instruktionen befolgen Sie bitte die Ladeanweisungen auf dem Bildschirm.

Amstrad CPC 6128

Legen Sie die Diskette in das eingebaute Laufwerk ein und tippen Sie ICPM ein. Für weitere Instruktionen befolgen Sie bitte die Ladeanweisungen auf dem Bildschirm.

C GREMLIN GRAPHICS SOFTWARE LIMITED 1990

Das Handbuch und die auf den Disketten enthaltenen Informationen sind urheberrechtlich geschütztes Eigentum von Gremlin Graphics Ltd. Das Produkt ist ausschließlich für den persönlichen Gebrauch vorgesehen. Das Kopieren, Weitergeben oder der Verkauf des Handbuches bzw. der auf den Disketten enthaltenen Informationen ist ohne eine vorhergehende Einholung der Erlaubnis von Gremlin Graphics Ltd untersagt. Die Reproduktion irgendeines Teiles dieses Programms stellt eine Verletzung des Urheberrechtes dar und wird auf Veranlassung des Inhabers der Urheberrechte strafrechtlich verfolgt.

SHADOW OF THE BEAST (I'OMBRA DELLA BELVA)

Obbiettivo del Guerriero

Devi lottare per diverse regioni per poter arrivare al cuore della roccaforte nemica e affrontare il tuo avversario definitivo. Le creature che incontri sono invariabilmente ostili e causano danni se entrano in contatto con te. Puoi evitare di farti toccare prendendole a pugni e a calci prima che si avvicinino troppo a te, oppure sparandogli, se disponi di un'arma.

Ogni volta che subisci danni, le pulsazioni cardiache aumentano. Le pulsazioni correnti sono indicate al centro del monitor in basso sullo schermo. Se le pulsazioni aumentano troppo, il tuo cuore scoppia e muori sul colpo. Durante l'assalto alla roccaforte, troverai diversi oggetti che puoi utilizzare a sostegno della tua impresa. Alcuni oggetti, ad esempio le chiavi, possono essere raccolti passandoci sopra per usarli più tardi. Gli oggetti in tuo possesso vengono indicati in basso sullo schermo. Altri oggetti, come le pozioni, hanno

un effetto istantaneo che viene indicato sullo schermo quando passi sopra l'oggetto.

In certi punti del gioco ci sono anche delle armi che puoi raccogliere. Queste vengono utilizzate al posto dei pugni e dei calci per distruggere gli avversari. Alcune creature possono essere distrutte solo con armi speciali. Sta a te scoprire il modo migliore per usare gli oggetti che trovi e come affrontare le creature che incontri.

Controllo del Guerriero

Per controllare i movimenti del Guerriero, usa il joystick o la tastiera.

Joystick	Tastiera	Effetto
Su	Q	Salta su/Usa l'uscita
Sinistra	O	Muove a sinistra
Destra	P	Muove a destra
Giù	A	Muove in basso
Fuoco	BARRA	Calcio, pugno o spara arma
	H	Pausa

Per tirare pugni o calci mentre salti, premi il bottone di Fuoco. Se hai un'arma, premendo Fuoco spari, invece che tirare pugni o calci.

Muovendo il joystick in su o in giù, di norma fai saltare o accosciare il guerriero. Se però, ti trovi su una scala o appoggiato ad essa, muovendo il joystick in su o in giù lo fai salire o scendere. Tra le varie zone ci sono delle uscite. Se un'uscita ti sta di fronte, per usarla basta solo andargli incontro. Se un'uscita si trova di lato, vagli accanto e poi spingi il joystick in alto per usarla.

ISTRUZIONI DI CARICAMENTO

Spectrum 48k/128k/+2

Inserisci la cassetta e batti LOAD""", poi premi INVIO. Per ulteriori istruzioni, segui le indicazioni di caricamento sullo schermo.

Spectrum +3

Inserisci il dischetto nell'unità e poi usa il caricatore di disco. Per ulteriori istruzioni, segui le indicazioni di caricamento sullo schermo.

Amstrad CPC 464

Inserisci la cassetta nel registratore incorporato e premi i tasti CTRL e INVIO. Per ulteriori istruzioni, segui le indicazioni di caricamento sullo schermo.

Amstrad CPC 6128

Inserisci il dischetto nell'unità disco incorporata e batti ICPM. Per ulteriori istruzioni di caricamento,

seguì le indicazioni sullo schermo.

Copyright della Gremlin Graphics Software Limited 1990

Il presente manuale e i dati contenuti nei dischetti sono copyright della Gremlin Graphics Ltd. L'acquirente di questo prodotto ha il diritto di usufruirne per solo uso personale. Non è consentito ad alcuno di trasferire, donare o vendere nessuna parte del manuale o dei dati contenuti nei dischetti senza previa autorizzazione della Gremlin Graphics Software Limited. Chiunque riproduca qualsivoglia parte del programma con qualunque mezzo e per qualunque motivo, incorre nel reato di violazione di diritto d'autore e passibile di sanzioni civili a discrezione degli aventi diritto.



Gremlin Graphics Software Limited,
Carver House, 2- 4 Carver Street, Sheffield, S1 4FS.
Telephone (0742) 753423